

# Gatsby Graphic Novel

Adapting a traditional text into a graphic novel is more than just drawing pictures to tell the same story. It is an opportunity for you to create a new interpretation on a famous story that has been read for many years. Adaptations require that a person visualizes a character for us as the reader and pulls out the setting and atmosphere through pictures. The text that is chosen will help the story move along, but the pictures need to do most of the heavy lifting while telling the story. You will not be graded on how well you can draw, but with how well you can include pictures as part of telling the story.

## Requirements:

- **Your graphic novel will be based on one chapter in *The Great Gatsby*.**
- **Minimum length requirement: 18 panels on at least three pages**
- **Cover Page (One page at the beginning used to draw your readers into your graphic novel. Remember our analysis of *The Great Gatsby* book covers for inspiration/things not to use on your cover.)**
- Give characters a personality through their text balloons and their appearance (you do not have the same space a traditional text has to tell us what the character(s) is like - show, don't tell)
- A symbol **MUST** be apparent in the graphic novel
  - o Examples: the green light, Dr. T.J. Eckleburg, Valley of Ashes, etc.
- Panels are varied and not all organized in the same way
  - o Don't just do 2 rows of 3 panels throughout the story, switch it up and be creative!
- You must adapt the **WHOLE** chapter that you are assigned.
- Your graphic novel **MUST** have some sort of color in the pictures. Make sure that the colors add to the mood
  - o if a scene is set in a dark environment do not use bright colors, keep the scene dark with darker colors.
- You must use at least three (3) different forms of figurative language (irony, foreshadow, symbolism, etc.) to enhance the story.